

**Claims:**

1. A method of playing an auxiliary game played upon player's request in response to at least one primary-game winning outcome, said method comprising:
  - providing at least one population of records using divided in a predetermined number of losing and winning outcomes of predetermined values;
  - receiving at least one win value from said primary game;
  - receiving from a player a player input to play said auxiliary game;
  - drawing at least one record from said at least one population of records based on at least one of player's decisions, and win value; and
  - distributing at least one said record to said player for playing said auxiliary game.
2. The method of claim 1, comprising identifying at least one sub-population of records corresponding to a betting amount among said at least one population based on one of said at least one win value and a sum of said at least one win value.
3. The method of claim 1, further comprising:
  - withdrawing purchase value of said at least one record from value of said at least one win value; and
  - awarding said player an outcome value of said at least one record.
4. The method of claim 3, wherein when said purchase value is withdrawn from said win value and leaves sufficient value to permit purchase of a further record from said population, the method further comprises:
  - receiving from a player a new decision to play said auxiliary game;
  - drawing at least one new record from said at least one population of records; and
  - distributing at least one said new record to said player to play said auxiliary game.
5. The method of claim 2, further comprising:
  - providing said player with a betting amount selection; and

- completing said step of population identification based on player's betting amount selection, wherein betting amount selection is available within a range based on said at least one win value.

6. The method of claim 1, wherein at least one of said steps is performed at a player terminal while at least one of said steps is performed at a record distribution system remote from said player terminal.

7. The method of claim 1, wherein said primary game is one using a population of records of predetermined values.

8. The method of claim 7, wherein the payoff percentage of the primary game is lower than the auxiliary-game payoff percentage.

9. The method of claim 8, wherein the auxiliary-game payoff percentage is one hundred percent.

10. A method of playing upon player's request at least one auxiliary game based on auxiliary-game records having a predetermined purchase value and win value, said method comprising steps of:

- a) a player placing a wager;
- b) said player playing at least one round of said primary game to its outcome;
- c) evaluating said at least one outcome in order to determine at least one primary-game outcome value;
- d) receiving from said player a player's input to play the auxiliary game;
- e) drawing at least one record from said auxiliary-game records based on correlation between said at least one non-null primary-game outcome value and said record purchase value;
- f) providing the at least one auxiliary-game record to said player in exchange for a corresponding purchase value;

g) withdrawing said purchase value from said at least one non-null primary-game outcome value;

h) providing the player with at least one auxiliary-game-record representation revealing auxiliary-game-record value; and

i) awarding said player with value of said at least one auxiliary-game record.

11. The method of claim 10, wherein said step d) comprises providing the player with option to select a stake whose value lies within a range based on value of said at least one non-null primary-game outcome.

12. The method of claim 10, wherein when purchase value is withdrawn from said win value and leaves sufficient value to permit purchase of a further auxiliary-game record, the method further comprising:

receiving a new player's input to play a further auxiliary-game play;

drawing at least one new record from said auxiliary-game records; and

completing play based on said new record.

13. A gaming method comprising:

a) providing at least one auxiliary game composed of a plurality of auxiliary-game records divided in a predetermined number of losing and winning outcomes of predetermined values;

b) enabling a player to play an underlying game to its outcome;

c) upon presence of at least one non-null underlying game win value, receiving from said player a player's input to play said auxiliary game; and

d) enabling the player to play said auxiliary game wherein said play involves a correlation between said at least one non-null underlying-game win value and said record purchase-value.

14. The gaming method of claim 13, wherein the payoff percentage of the underlying game is lower than the auxiliary-game payoff percentage.

15. The gaming method of claim 14, wherein the auxiliary-game payoff percentage is one hundred percent.

16. The gaming method of claim 14, wherein winning records of an auxiliary game have a win value that is equal to twice the purchase value of said winning records.

17. The gaming method of claim 13, comprising adding a winning record value to said at least one non-null underlying game win value.

18. The gaming method of claim 17, comprising:

withdrawing from said at least one on-null underlying game win value a record purchase value;

and when it leaves sufficient value to permit purchase of a further auxiliary-game record, the method further comprising:

receiving a new player's input to play a further auxiliary-game play;

drawing at least one new record from said auxiliary-game records; and

completing play based on said new record.

19. The gaming method of claim 13, wherein the play of an auxiliary-game record includes:

- providing the player with a option to make a stake selection;

- receiving said stake selection from said player; and

- enabling said player to play said auxiliary game with record correlation based on said stake selection.

20. The gaming method of claim 19, wherein said stake selection is available within a range based on said at least one non-null underlying-game win value.

21. The gaming method of claim 13, wherein at least one step of said gaming method is performed at a player terminal while at least one of said steps is performed at a record distribution system remote from said player terminal.

22. The gaming method of claim 21, wherein said underlying game and said auxiliary game are played on the same player terminal.

23. The gaming method of claim 13, wherein said underlying game is one using a population of records of predetermined values.

24. The gaming method of claim 13, wherein the payoff percentage of the underlying game is lower than the auxiliary-game payoff percentage.